This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (Currently Amended) An interactive language learning system comprising:

a computer system having a central processing unit (CPU) with associated memory and storage means, at least one input device, audio output means, audio input means and means for visual display;

means for presenting visual images of a simulated village model on the visual display, the image in the model having positional dependence on control through the input device by a learner, the village model including objects and characters;

means for monitoring position induced by the control input for proximity to a character in the village model;

means for prompting a statement from the character audible through the audio output means;

means for accepting a verbal input from the learner through the audio input means;

means for comparing the verbal input to a set of anticipated learner responses;

means for determining a skill level of the learner based on an output from the comparing means;

means for selecting a new character response based on the skill level of the learner; ~~and,~~

means for presenting the new character response as an audible statement from the character through the audio output means;

means responsive to the determining means for alternatively displaying the audible statement from the character as first text; and,

means for displaying anticipated learner responses as second text;

means for playing an audio representation of a chosen portion of the first text responsive to a first control input and means for playing an audio representation of a chosen portion of the second text responsive to a second control input;

means for accepting selection of the second text of one of the anticipated responses by a control input of the learner;

means for selecting a new character response based on the selected text response; and,

means for presenting the new character response as an audible statement from the character.

2. (original) An interactive language learning system as defined in claim 1 further comprising

means for monitoring the control input for designation of an object in the model; and,

means for providing a selected output in the target language descriptive of the object responsive to a designation.

3. (original) An interactive learning system as defined in claim 2 wherein the selected output is an audible verbalization of the name of the object in the target language through the audio output means.

4. (original) An interactive learning system as defined in claim 2 wherein the selected output is a text display of the name of the object in the target language.

5. (original) An interactive learning system as defined in claim 4 further comprising:

means for monitoring for an additional control input; and

means for providing an audible verbal output of the name of the object displayed in the text.

6. (original) An interactive learning system as defined in claim 2 wherein the selected output is a text input box displayed on the display and further comprising:

means for accepting a text input by the learner into the input box;

means for comparing the text input to the target language name of the object; and means for determining a skill level of the learner based on the comparison.

7. cancelled

8. cancelled

9 -14 cancelled

15. (currently amended) An interactive language learning system comprising

a computer system having control input means, a display, audio input means and audio output means;

means for presenting visual images of a simulated village model on the display having positional dependence on a control input from a learner, the village model including objects and characters;

means for monitoring position induced by the control input for proximity to a character in the village model;

means for prompting an audible statement from the character responsive to the monitoring means;

means for displaying the audible statement from the character as first text; ~~and,~~

means for displaying a plurality of anticipated learner responses as second text; and,

means for playing an audio representation of a chosen portion of the first text responsive to a first control input and means for playing an audio representation of a chosen portion of the second text responsive to a second control input;

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16. cancelled

17. (original) An interactive language learning system as defined in claim 15 further comprising:

means for accepting a verbal input from the learner;

means for comparing the verbal input to a set of anticipated learner responses;

means for determining a skill level of the learner based on the comparison;

means for selecting a new character response based on the skill level of the learner; and,

means for presenting the new character response as an audible statement from the character.

18. (original) An interactive language learning system as defined in claim 15 further comprising:

means for accepting selection of the second text of one of the anticipated responses by a control input of the learner;

means for selecting a new character response based on the selected text response; and,

means for presenting the new character response as an audible statement from the character.

19 – 22 Cancelled

23. (currently amended) An interactive language instruction system as defined in claim ~~19 wherein the~~ 1 further comprising a means for determining a base skill level ~~comprises~~ including:

means for measuring response time of the verbal input received by the accepting means;

means for establishing a response rate based on a proportion of the number of correct words from a nearest one of the anticipated learner responses present in the verbal input from the learner;

means for establishing vocabulary knowledge of the learner; and

means for establishing a skill level score using weighted values from the means for measuring response time, means for establishing a response rate and means for establishing vocabulary knowledge.

24. (currently amended) A method for interactive language instruction on a computer system comprising the steps of:

presenting visual images of a simulated village model having positional dependence on control input from a learner, the village model including objects and characters;

monitoring position induced by the control input for proximity to a character in the village model;

prompting an audible statement from the character;

accepting a verbal input from the learner;

comparing the verbal input to a set of anticipated learner responses;

determining a skill level of the learner based on the comparison;

selecting a character response based on the skill level of the learner; ~~and,~~

presenting the character response as an audible statement from the character;

alternatively based on the skill level of the learner displaying the audible statement from the character as first text; and,

displaying anticipated learner responses as second text;

accepting selection of the second text of one of the anticipated responses by a control input of the learner;

selecting a new character response based on the selected text response; and,

presenting the new character response as an audible statement from the character.

25. (original) A method as defined in claim 24 further comprising the steps of:

monitoring the control input for designation of an object in the model; and,

providing a selected output in the target language descriptive of the object responsive to a designation.

26. (original) A method as defined in claim 25 wherein the selected output is an audible verbalization of the name of the object in the target language through the audio output means.

27. (original) A method as defined in claim 25 wherein the selected output is a text display of the name of the object in the target language.

28. (original) A method as defined in claim 27 further comprising the steps of:

monitoring for an additional control input; and

providing an audible verbal output of the name of the object displayed in the text.

29. (original) A method as defined in claim 25 wherein the selected output is a text input box displayed on the display and further comprising the steps of:

accepting a text input by the learner into the input box;

comparing the text input to the target language name of the object; and

determining a skill level of the learner based on the comparison.

30 – 31 cancelled

32 – 36 cancelled

37. (currently amended) A method for interactive language instruction on a computer system comprising the steps of:

presenting visual images of a simulated village model having positional dependence on control input from a learner, the village model including objects and characters;

monitoring position induced by the control input for proximity to a character in the village model;

prompting an audible statement from the character;

displaying the audible statement from the character as first text; ~~and,~~

displaying a plurality of anticipated learner responses as second text; and,

means for playing an audio representation of a chosen portion of the first text responsive to a first control input and means for playing an audio representation of a chosen portion of the second text responsive to a second control input.

38. cancelled

39. (original) A method as described in claim 37 further comprising the steps of:

accepting a verbal input from the learner;

comparing the verbal input to a set of anticipated learner responses;

determining a skill level of the learner based on the comparison;

selecting a character response based on the skill level of the learner; and,

presenting the character response as an audible statement from the character.

40. (original) A method as described in claim 37 further comprising the steps of:

accepting selection of the second text of one of the anticipated responses by a control input of the learner;

selecting a character response based on the selected text response; and,

presenting the character response as an audible statement from the character.

41. (original)A method as described in claim 24 wherein the step of determining a skill level further comprises the steps of:

determining a base skill level and wherein said step of prompting selects the statement for the character responsive to the base skill level determined.

42. (currently amended) A method as defined in claim 41 wherein the step of determining a base skill level comprises ~~measuring~~ weighting a measured response time of the verbal input received by the accepting means.

43. (currently amended) A method as defined in claim 42 wherein the step of determining a base skill level further comprises the step of establishing a response rate based on a proportion of the number of correct words from the nearest of the anticipated learner responses present in the verbal input from the learner and applying a second weighting to

the response rate for combination with the response time for determination of the skill level.